# Youssif Khalid - CV

Smouha, Alexandria 21918 - 01064004599 - a7g2amer@gmail.com

LinkedIn: https://www.linkedin.com/in/youssif-khalid-654b872a5

GitHub: https://github.com/yousef2342K

### **Experience**

#### Semicolon

January 2023 to April 2023 - Machine Learning Intern

- Developed machine learning models and algorithms for predictive analytics.
- Conducted data pre-processing operations such as feature engineering, normalization, and imputation.

I Code

June 2022 to October 2022 - Flutter Intern

- Proficient in Flutter framework and Dart programming language.
- Strong understanding of mobile app development concepts and best practices.
- Experience with RESTful APIs, Firebase, and other relevant technologies.

### **Projects**

## Dijkstra Algorithm Implementation

Developed an efficient implementation of Dijkstra's shortest path algorithm in Java. Optimized for pathfinding problems, the algorithm minimizes computational complexity using priority queues and adjacency matrices. Tools: Java, IntelliJ IDEA, GitHub.

## Backup Script

Created a robust backup automation script using Bash. The script schedules regular backups, manages backup logs, and ensures data integrity. Implemented error handling and automated email notifications for successful or failed backups. Tools: Bash, Linux.

# Currency Representation Project

Built a currency formatting and representation tool in Rust. The tool ensures precise handling of floating-point operations to represent currency values accurately with minimal rounding errors. It also supports various currencies and decimal places. Tools: Rust, GitHub.

## College Management System

Designed and developed a desktop-based college management system using JavaFX. The system tracks student records, courses, and schedules with a user-friendly interface. It supports data persistence through MySQL and is designed for easy scalability. Tools: JavaFX, MySQL.

## Tic Tac Toe with Alpha-Beta Pruning

Implemented the Alpha-Beta Pruning algorithm to optimize decision-making in a Tic Tac Toe game. The Al opponent can now make smarter choices by pruning unnecessary branches in the decision tree. Tools: Python, Pygame.

## CV Generated Using Python

This CV was programmatically generated using Python's FPDF library, demonstrating skills in coding and document automation. It includes dynamic sections for experience, projects, and skills. Tools: Python, FPDF.

#### Skills

Python, C++, Java, Dart, Bash, Unix/Linux, GIT/GitHub, Docker/Kubernetes, SQL/MySQL

### languages

- Arabic: First Language

- English: C1 Advanced